

THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue twenty-one of The Eye Shield as I, Jake Collins of Harpenden, share with you some more of my thoughts and observations about Knightmare. If you're a fan of series 5 then you should particularly enjoy a couple of my articles this issue as I delve deep into the exciting latter stages of level three. There's also plenty more to enjoy, of course, including the continuation of Steven Webberley's top fifteen Knightmare deaths, so get reading!

Challenge question: Which three of the new characters in series 5, all making their first appearance in the first episode of that series, made it through to series 8, and which one of them does not appear in Knightmare's final episode?

CORRESPONDENCE

The ever-prolific Steven Webberley entertains us now with more of his musings.

Dear Eye Shield,

I agree with you totally that series 4 was a great series, and I actually like the outdoor scenes, especially the woodlands. Treguard was also at his best in this series. Dickon's winning quest was indeed one of the best - the team members did indeed have a bit of help, but fortunately they were very quick-witted as well. Dickon was a very responsive dungeoneer, very calm and intuitive. I do agree with you about Julie's winning team - a charismatic bunch. I was so pleased when they won. Their quest was also very varied and included the classic Sylvester Hands encounter in the mural room. Series 7 wasn't the most threatening series, but it did have some exciting puzzles and some great story lines. The Rift of Angar was a very impressive display of computerised effects. It is perhaps a pity that they couldn't expand on this type of thing for most of level one. It's still a better series than series 8, though. I remember the Mills of Doom from the first time round - a very memorable room. What is your favourite line? One of mine is when the spyglass was used for the first time and Lord Fear said: "Take a good look, because you know, looks really can kill!" Pickle's reaction afterwards has me in hysterics: "I can't help feeling that this game is getting a lot more dangerous than it used to!" Treguard then says: "Ah, Pickle, you must stop thinking that this is a game." It rounds off things nicely in this classic moment.

Plenty there to take in, Steven. I'm glad you agree with me about series 4, as it mostly seems to get negative press. In answer to your question, I have lots of favourite lines from Knightmare, many of which can be seen on TES's puzzle pages, both in the new issues and the Paul McIntosh ones. I think that Mogdred is a very good character for

quotes – my favourite of his is probably this: “Welcome to one of Mogdred’s little playpens, dungeoneer. Play awhile. Play forever!” It’s so hard to remember all my favourite quotes, but some of David Holt’s recent contributions have jogged my memory a little.

REMEMBER THIS?

Series 5. Level 3.

SHAPES AND NUMERALS

This was the final challenge Ben and friends had to tackle at the end of their winning quest in series 5. In other series the retrieval of the quest object involved simply picking it up or casting a spell and producing a picture of it. Here in series 5, however, was a logical final challenge that involved wits, footwork and magic, and provided a tense and satisfying conclusion to a top-quality adventure. Having negotiated the frozen wastes of Winteria, Ben arrived at the moat of a fortress. In the middle of the moat was a blue platform with a sun symbol emblazoned on it. Ben was standing on a platform that read *I plus I*. Two further tiles grated into being adjoining this, reading *II* and *III*. The challenge was to complete a set of sums using Roman numerals, and so extending the walkway towards the central platform. Ben was guided onto *II*, then over another *plus I* to *III*, then over a *plus II* to *V*. Once he reached the central platform, a block of ice burst into the picture with the Shield of Justice encased in it. The team had to cast the spell FIRE to release it, and then Ben was able to retrieve it. But the challenge was far from over. In order to cross the moat and reach the castle, Ben had to walk over another set of tiles, this time featuring different shapes. The team had to visualise the shape Ben was on and work out what it would look like if a piece was added to or taken from it. The tension was running high at this point, and it was heightened by the appearance of the life force clock in the corner. In series 5 the same life force sequence from the first four series was used, but without the heartbeat sound to accompany it. This time, though, the resounding beat was brought back for its only appearance in the series. As the clock ran down into condition red and the skull began to crack, the beating pulse added a great urgency to Ben's agonising progress. As the eyeballs started to roll away, Ben was at last able to enter the castle. A fanfare sounded as the triumphant dungeoneer returned to the antechamber with the Shield on his arm: a thrilling climax!

Difficulty: 6 Not too bad, as long as you know your numerals.

Killer Instinct: 1 Didn't get much of a chance.

Gore Factor: 3 What would it have looked like if he'd fallen into the moat?

Fairness: 8 A fitting final challenge, and surely not too much to ask.

ADVENTURE TIME

With the score at Dungeon 7, Humans 2, dungeoneer Callie is nearing the end of level two. Motley owes her a favour. Let's find out how he will repay it.

Callie is in the minecart chamber.

"Ah, I see that this level is complete, team," says Treguard. "But you still need someone to get you started on your journey down that mine."

The advisors tell Callie to call for Motley.

"Motley!" she yells.

"Hello, Callie" says Motley as he skips into the room. "I'm glad you made it to the end of the level. Cor, I nearly didn't though; it took me ages to get rid of those goblins. I hope you needed that key in the end."

"Yes, I did" Callie assures him.

"Then I guess it was all worthwhile" smiles Motley. "Now, you need a way to level three. It's just down the mine here, so let's get you into the cart."

He helps Callie to step into the cart and sit down comfortably. He then goes round to the back of it and prepares to push it.

"Hold on tight and prepare for a bump or two" Motley advises. "Because you're off!"

The cart trundles down the golden-hued tunnel and crashes in the first room of level three. As Callie is scrambling to her feet, Hordriss rushes into the room.

"Well, here's an unusual sight," remarks Treguard. "And I don't doubt that he wants something from you."

"Ah, a dungeoneer" says Hordriss, stopping in his tracks. "Greetings, my dear young lady. What is your name, and what brings you to level three?"

"My name is Callie and I'm questing for the Crown."

"I am Hordriss the Confuser" Hordriss says proudly. "And although one's presence is hardly commonplace on this most unattractive of levels, one simply had to come here. My medallion has been stolen, you see, and I traced it to this level. I've looked and looked but I can't find it anywhere. I simply must have it back because it is a source of great power, but I dare not linger here any longer lest Morghanna should detect me. Erm, that is lest one's presence should be felt in undesirable places."

"So I suppose you want me to look for your medallion?" Callie asks coyly.

"The thought never crossed my mind," replies Hordriss airily. "But, as you've mentioned it, I would be extremely grateful. Will you keep your eyes open for it?"

"All right" agrees Callie.

"Capital" says Hordriss levelly. "When you have the medallion, call me by my calling name three times: the name is Malefact. If you do this, I will arm you with the magic you need to succeed. And, as you've agreed to help me, I'll give you a clue about this level. You must find some form of defence, yet no defence on level three is by any normal means. Now, you'd best get going, and keep your wits about you."

Hordriss rushes off and the advisors direct Callie out. She emerges into the clue room. The advisors direct her to the table.

"There's a horn, a shield, a bar of silver and a dowsing rod," says Callie.

"Remember what Hordriss told you, team" Treguard reminds them.

They decide to reject the shield, and also the bar of silver. Callie picks up the horn and the dowsing rod and is directed out. She is in Merlin's chamber. The advisors direct her over to the table, where she touches the glowing letter M. There is a flash of lightning and the wizard appears.

"Ah, well done, Callie" Merlin smiles warmly. "Congratulations on making it this far. But you'll have to have all your wits about you to survive in level three, as it contains the Dungeon's toughest challenges. To help you cope, I gift you two spells: *freeze* and *opposite*. One you will need to attain an object you want. The other you will need to influence an object you already hold. Now, be on your way, and good luck."

Merlin disappears and Callie is directed out. She emerges into a room that has a single exit up a flight of stairs. Between Callie and the stairs are several cavernwights. Between Callie and the cavernwights are two jagged pillars, signifying the remains of a wall.

"Extreme warning, team," says Treguard. "Here be cavernwights. Although they can neither see nor hear Callie, their sensitive noses are already picking up her scent. Nothing you hold can help you reach the door as the wights form too strong a barrier. Your only hope is this broken wall: it is a wall of Jericho."

"Blow the horn," suggests one of the advisors.

Callie does so, but nothing happens. The wights begin to shuffle towards her.

"Think, team!" Treguard urges them. "The horn normally brings down the walls of Jericho, but you need it to do the opposite."

"Cast the spell!" exclaims Callie, picking up on the hint.

"Spellcasting:" says the spellcaster. "O-P-P-O-S-I-T-E."

Callie blows the horn again. This time the bricks of the wall all slot back into place, trapping the cavernwights beyond the barrier.

"Well done, team, you have blocked the wights' assault, but you also appear to have trapped yourselves in," says Treguard gravely.

One of the advisors suggests that Callie use the dowsing rod. She waves it around in front of her and a trapdoor appears in the floor. The hatch opens easily, revealing steps beyond. Callie steps down these until she reaches a door, through which she exits. She finds herself in a dark cave that is swarming with goblins. The advisors' attention is caught by the glittering ornament that hangs from the neck of a hobgoblin that is in their midst: Hordriss's medallion.

"Warning, team, this welcome party appears none too welcoming," says Treguard. "There would be no trouble stealing that medallion and getting past them, if only you could guarantee that Callie would not be swarmed and overwhelmed."

"Spellcasting!" says the spellcaster. "F-R-E-E-Z-E."

The goblins are all frozen to the spot. The advisors are therefore able to guide Callie to the hobgoblin. Abandoning the rod and the horn, she removes Hordriss's medallion from its neck. The advisors then direct her out of the cave. She emerges into a large blue room with two windows and one archway. As no challenges appear to be immediately presenting themselves, Callie calls Hordriss:

"Malefact! Malefact! Malefact!"

A flash of lightning occurs and Hordriss is standing in front of Callie. He smiles when he sees the medallion.

"Ah, I see that you have kept our bargain" Hordriss says grandly as he accepts his medallion. "I thank you kindly. In return, I gift you two spells. One is most powerful and is called *shield*. The other is quite simple and is called *open*. And now, as I said, I am keen to leave this level. I wish you good luck, and farewell."

There is another flash of lightning and Hordriss is gone. Callie is directed through the archway and into a very small room with two doors. Between them appears a large transparent image of Morghanna's head.

"Ah, welcome, Callie" Morghanna's icy tones echo. "You have entered my realm, and now your life exists only for my amusement. And, as it amuses me, I have decided to play with you for a while."

As the image disappears, the floor behind Callie begins to crumble and disappear.

"Out quickly, team, or you perish!" Treguard urges them.

Callie is hastily directed through the right-hand door. She finds herself in an almost identical room to the last one, this time with a locked chest between the doors.

"You must not linger too long, team, for Morghanna is not far away," says Treguard. "The contents of that chest may be vital to your quest, but how can you unlock it?"

"Spellcasting:" says the spellcaster. "O-P-E-N."

The chest creaks open and Callie looks inside. There is a single golden key. As Callie picks it up, Morghanna's laughter fills the chamber and a large version of her hand begins to creep in. The advisors quickly take Callie through the right-hand door. She emerges into the Corridor of the Catacombs. Morghanna's laughter is heard again before the ceiling starts to fall in. In a bit of a panic, the advisors take Callie through the nearest door. She is standing in a very long hall. At the end is a single door with a glowing gold keyhole in it. Every so often, a fireball drops from the ceiling just above the door and explodes on the floor. Before Callie can make much progress in that direction, Morghanna appears in person in front of her.

"Extreme warning, team," says Treguard in hushed tones. "This appears to be the final encounter."

"The game has been fun, Callie," says Morghanna dangerously. "But now it is over. My amusement is satisfied, and therefore I have no further need of you."

The sorceress snaps her fingers and a giant spectral axe appears beside her in the air.

"Like all good hunters, I know when to stop playing with my prey" Morghanna sneers. "And now is the time."

As the axe moves towards Callie, Treguard urges the team to take action.

"Spellcasting:" says the spellcaster. "S-H-I-E-L-D."

As the axe bounces off the magic forcefield, the advisors yell at Callie to run down the hall. Morghanna's screams of rage follow her dash.

"Hold the key out!" yells an advisor.

As Callie reaches the door, a fireball drops down just in front of her feet. She hastily skids to a halt, and then unlocks the door. As Morghanna is about to give chase, Callie exits safely. She enters a large room with a goblin statue in it. On the statue's head sits the Crown. Callie is directed over to it and picks up the prized artefact. A fanfare sounds.

"Fantastic!" grins Treguard. "You've mastered the Dungeon. Well done indeed! Spellcasting: U-N-I-T-E."

When Callie returns to the antechamber, Treguard and the team spend some time celebrating. Treguard then calls Merlin, who arrives promptly and joins the celebration. When they have all calmed down, the wizard presents the trophies to Callie and her advisors, who are called Christie-Anne, Stephanie and Zoe.

"Congratulations, young adventurers" Merlin beams at them. "You have remained true to your quest and conquered all. You will leave these halls as true champions of Knightmare! Spellcasting: H-O-M-E."

As Callie and her friends leave to enjoy their victory, Merlin returns to the Dungeon. As for Treguard, it is up to him to welcome the Dungeon's next opponent. His name is James. His quest begins in the level one clue room. His advisors direct him to the table and ask him to tell them what objects there are.

"There's a jar labelled *ground frogs' legs*, a bar of gold, and a red gem," says James.

"There's much here to catch the eye, James, but all must be earned" says Treguard.

The face of Phelheim appears on the far wall.

"Touch nothing yet, small human" Phelheim demands. "First comes the trial. I am Phelheim, and I will be your judge. If you give me truth, you will earn your quest. I have three questions, and here is my first. I am travelling where I want to go, but I am facing the wrong way. I am crossing a river, but I am dry. I am pulling with my arms, but I am not swimming. What am I doing?"

"Sailing," says James, after much advisor muttering.

"Falsehood!" Phelheim thunders. "Rowing was the truth I sought. Here is my second. Sometimes grey and sometimes red, leaf and twig will make its bed. Collector, hoarder, scrounger too, leaper, climber, now tell me who."

"Squirrel" replies James, without much trouble.

"Truth accepted," says Phelheim. "Here is my third. How do you turn an oak into an ash?"

The team take ages to come up with an answer.

"Genetic engineering" James says confidently.

"Falsehood!" Phelheim rumbles. "Such strides of science from your time do not apply here, boy. Burning was the truth I sought. One alone is the score. Your quest is for the Cup, yet you may not drink. All other knowledge is denied you."

Phelheim disappears. With no clues, the team decide to take the jar and the gem before directing James out.

Callie's victory may have decreased the Dungeon's lead to 7-3, but do you think that James has taken the correct objects? Find out in the next Adventure Time.

PUZZLE PAGE ONE

Here's a collection of cryptic clues devised by Rosey Collins, the author of TES's very own *Love Wyrms*. The answer to each one is a Knightmare character, creature, puzzle, phenomenon or object, so be prepared to stretch your intelligence to its very limits.

1. The Cup that _ _ _ _ _.
2. An unusual sort of troll: _ _ _ _ _.
3. A long-running group of enemies: _ _ _ _ _.
4. A professional fool: _ _ _ _ _.
5. A turning link between series 3 and 4: _ _ _ _ _.
6. There is at least one and a maximum of three in every episode:
_ _ _ _ _.
7. An inhospitable Dungeon family: _ _ _ _ _.
8. One of five of his kind: _ _ _ _ _.
9. The _ _ _ _ _ of Freedom.
10. A useful piece of magic: _ _ _ _ _.
11. A spritely friend: _ _ _ _ _.
12. Treguard of _ _ _ _ _.
13. Merlin's alter ego: _ _ _ _ _.
14. The Dungeon's best spinner: _ _ _ _ _.
15. Hordriss started out as one of these: _ _ _ _ _.
16. The Dungeon Master: _ _ _ _ _.
17. A popular bribe: _ _ _ _ _.
18. There are three of these in the Dungeon: _ _ _ _ _.
19. This will blind you to the way ahead: _ _ _ _ _.
20. What happened in the Dungeon every week: _ _ _ _ _.
21. Rupert of _ _ _ _ _.
22. The Elf King: _ _ _ _ _.
23. The _ _ _ _ _: Evil Incarnate.
24. Queen _ _ _ : a leading assassin.
25. Treguard's niece: _ _ _.

REMEMBER HER?

Series 5. Level 2/3.

AESANDRE

Juliet Henry-Massy played the part of Knightmare's last completely evil sorceress, who ruled the third level in series 5. Aesandre was a winter witch, and queen of the frozen land of Winteria, also known as level three. She wore robes of royal blue and had a sparkling stack of ice-hair. Her tone was always frosty and haughty, revealing a proud and disdainful character. As Aesandre made only four appearances on Knightmare, it is easy enough to sum her up - a powerful opponent and a reluctant ally of Lord Fear, but always very keen to prevent dungeoneers from entering the frozen wastes of her third-level kingdom.

Aesandre's first appearance was in episode 8 of series 5. Winning dungeoneer Ben had entered Winteria and was using a spyglass, through which Lord Fear could be seen asking Aesandre to bring a stop to Ben's progress. She readily agreed, and made an appearance in person in the next episode to do just that. Aesandre showed her confidence in her abilities and her haughty disdain as she spoke to Ben:

"There is an uncomfortable warmth in here. It offends me; it disturbs me. Oh but of course, it is a dungeoneer. Have you magic, dungeoneer? You must of course fight fire with fire. Come dungeoneer, do your worst, or perhaps your best!" - Aesandre.

She was defeated with the spell FREEZE - metaphorically fighting fire with fire, of course - which came from Hordriss. Perhaps Aesandre was not that tough an opponent to beat when push came to shove, then, but she made two further spyglass appearances in series 5 and clearly showed her determination to keep dungeoneers out of Winteria. Chris III was tasked with releasing a firestone that Aesandre had frozen on level two, which was instrumental in his downfall by transforming into a goblin. When she and Fear were discussing this plan through the spyglass, Aesandre made it clear that she was only helping Fear because she didn't want another dungeoneer to infiltrate Winteria, and not because she felt subordinate to him in any way:

"May I remind milord that I am not one of his creatures. I do no one's bidding; no one's! What Aesandre does is to please Aesandre." -

Aesandre.

Aesandre returned once again for the final episode of the series, and demonstrated the full extent of her power by freezing the entire Dungeon with a powerful spell. Although it was suggested that Lord Fear boosted Aesandre's power with his own on this occasion, dungeoneer Kelly II had to use the power from Aesandre's blue fire (*"a fire that freezes rather than burns"* - *Hordriss*) to be able to escape the Dungeon. Aesandre was therefore a pivotal part of the thrilling end to this series - the first of three major series-ending potential catastrophes - and proved her worth as a memorable and formidable evil power in the Dungeon.

Fear Factor: 8 Frosty and menacing.

Killer Instinct: 2 Helped with Chris's fall, and would have liked to do more.

Humour Rating: 2 Laughed at her own derisive taunts at poor Ben.

Oscar Standard: 7 Aesandre was a fair addition to the show as far as she went, but Juliet Henry-Massy could have perhaps done with more appearances to really establish herself in the role.

CLASSIC QUEST

Series 3

Quest: The Sword.

Dungeoneer: Gavin Gillespie.

Advisors: Tom, Craig and Brian.

Home town: Uddingston, near Glasgow.

Team score: 3 out of 10.

The first quest of series 3 was going surprisingly well until the boys forgot themselves and strayed from the beaten path...

Level One: After rolling the dice and going through the right-hand door, Gavin arrives in a room with four doors and pit. The advisors have to direct him out quickly as a large cobra rises from the pit, which, Treguard informs them and us, is the dreaded Khar. There follows the first ever journey through a dwarf tunnel, and then Gavin reaches the clue room where there is the choice of a bone, a key and a potion. Those of us expecting to see Granitas appear on the wall are sorely disappointed as Golgarach appears to pose the questions.

Despite deliberating for ages over the first one, the team score three out of three and earn maximum information from the wall monster - *give her something to chew on, the doors ahead are not locked by any normal means* and also the first step, *the tree*. They decide to take the bone and the potion. Gavin next finds himself in a chasm with a serpent's mouth as an exit, where a long pink forked tongue forms a precarious bridge. Mellisandre appears on a rocky ledge beside the serpent's mouth and waves Gavin across.

He is successfully directed onto the ledge, which leads to a stone room with Velda in it. The elf warrior is suspicious of Gavin's strange appearance. Treguard informs the team that elves are very keen on courtesy, so Gavin has to ask her politely if she will let him pass. Velda is won over by Gavin's silver tongue and gives him the second step - *the thistle*. Having almost completed the level, the advisors have to guide Gavin through the green-lit Dungeon Valley. Treguard warns them not to stray from the path, but their guidance is unfortunately not accurate enough. Gavin is directed into the quicksand and immediately sinks to his doom.

Summary: They could have done quite well, I think, if it were not for the misguided step straight into the quicksand.

CREATURE FEATURE

Series 8. Level 2/3.

MIREMEN

One of my main objections to series 8 is that it contains far too many new creatures, characters, rooms and aspects to the quest itself in such a short period of time. To go with the all-new level three realm of the mire world, miremen were brought in to Knightmare to roam the halls of levels two and three with their enormous pitchforks, trying to stop dungeoneers from entering Linghorm and Marblehead.

Usually travelling in pairs, miremen had green scaly skin, large plastic-mould heads with gills, webbed feet and large bulbous eyes. Although they could breathe in both air and water, they could see better and move faster in water, hence their suitability to the mire in level three and the Sewers of Goth in level two. They were employed by Lord Fear - not Maldame, surprisingly - and were given their orders by Lissard, who communicated with them in their own hissing language.

On one occasion a pair were encharged to Raptor, but mostly they hunted with their own kind. (*"They're slow on land but deadly if they catch you."* - **Treguard**.) Because miremen were so slow on land, a speedy exit was usually all that was required from the team. Unlike some creatures, though, miremen weren't just there to scare and unnerve - they proved a real lethal threat on occasions. When a pair of miremen were guarding the way onto the Golden Galleon, Daniel's team had to use a SHADE spell to sneak past them.

After then spooking Nathan's young team on several occasions and chasing Michael out of a clue room, the miremen actually managed to bag themselves a victim, which is nothing to underestimate on Knightmare. Having failed to arm their dungeoneer with a bottle of fireball brandy when they entered level two, Rebecca's team were rendered defenceless against the marauding miremen. After a pair of them had waded towards her through the sewers, Rebecca found herself trapped in one of Goth's long grey corridors with two miremen blocking the path. Majida asked if Rebecca could turn back, which of course she couldn't. (*"You must remember the first rule of the Dungeon - the only way is onward."* - **Treguard**.)

With no defences, the mireman advanced mercilessly on Rebecca and she disappeared in a spectacular green flash. Thus the miremen proved themselves a worthy foe on several occasions and, although they featured in a weak series, their alarming and striking appearance and their impressive death toll have earned them a place in Knightmare's repertoire of memorable classic creatures.

Fear Factor: 8 New and frightening.

Killer Instinct: 9 One victim in a short series - very impressive.

Humanity: 4 We can't be sure how much man is really in a mireman.

Gore Factor: 10 Utterly repugnant.

I THINK I READ SOMEWHERE

This puzzle really needs no introduction. Just find the words printed below - all associated with the Knightmare books - in the grid.

A	L	O	R	D	F	E	A	R	B	Q	W	E
R	T	Y	U	I	A	R	A	W	N	O	C	P
M	A	J	I	D	A	U	A	S	F	G	A	H
R	A	S	H	I	D	P	J	K	L	Z	E	X
C	Q	V	B	T	R	E	G	U	A	R	D	N
D	U	G	A	L	D	R	M	Q	A	W	M	E
R	E	T	Y	U	I	T	O	P	E	A	O	W
S	E	D	F	G	H	O	J	K	S	L	N	I
H	N	O	Z	P	X	F	C	V	A	B	N	L
O	H	S	J	I	H	A	S	A	N	M	Q	L
R	E	R	I	C	A	R	A	W	D	E	R	I
D	L	I	M	K	T	M	M	Y	R	P	U	A
R	I	C	M	L	I	I	O	P	E	A	A	M
I	F	A	Y	E	S	T	D	F	G	U	G	O
S	H	K	J	L	L	A	N	C	E	L	O	T
S	Z	G	R	U	A	G	A	C	H	U	B	L
V	H	D	T	S	A	E	Q	W	E	C	B	E
P	I	P	P	A	R	T	Y	U	I	Y	L	Y
O	D	U	N	S	H	E	L	M	P	A	E	S
D	F	T	A	L	I	O	N	I	S	G	H	J

AESANDRE

ARAWN

CAEDMON

DUGALD

DUNSHELM

ERICA

FAY

GOBBLE

GRUAGACH

HASAN

HORDRISS

JIMMY

LANCELOT

LUCY

MAJIDA

MOTLEY

OSRIC

PAUL

PICKLE

PIPPA

QUEEN HEL

RASHID

RUPERT OF ARMITAGE

SAM

TALIONIS

TREGUARD

PUZZLE PAGE TWO

The Truth Grid is back with another challenge for you. Remember, the challenge is to rearrange it so that each horizontal line tells the truth about one actor and two characters they that they played in one series. There is only one possible correct solution, even though some of the characters and actors appear in more than one series.

CHARACTER #1	ACTOR/ACTRESS	CHARACTER #2	SERIES
Aesandre	Bill Cashmore	Brangwen	4
Sylvester Hands	Mark Knight	Hordriss	8
Lillith	Natasha Pope	Honesty Bartram	7
Oakley	Juliet Henry-Massy	Fidjit	2
Velda	Paul Valentine	Ah Wok	5
Snapper-Jack	Clifford Norgate	Mildread	6
Lord Fear	Mary Miller	Gwendoline	3

STEVEN'S TOP FIFTEEN NIGHTMARE DEATHS

Here are the next five of Steven Webberley's top fifteen deaths, and there are some real classics to remember.

10. Series 3, episode 15.

Morghanna cruelly ended Martin's master lesson in undertaking quests in the stained glass window room. Not nice at all.

9. Series 2, episode 9.

Cedric and Neil. One of the most unlikely deaths that put an end to a very erratic quest. We didn't know that monks were dangerous.

8. Series 3, episode 4.

Simon II. Being turned into a star is something you don't often see in Nightmare. This impressive team was very unlucky to guide him off the ledge. It gives new meaning to the phrase *guiding star*.

7. Series 1, episode 6. Series 2, episode 1. Series 3, episode 10.

The bomb rooms with Danny, Martin and Douglas. Seeing failing dungeoneers being blown up is wonderful.

6. Series 5, episode 14.

Chris's team was far from bad, though the botched end made this a classic. Seeing a blocker devour a dungeoneer was a sight well worth seeing.

The final countdown takes place next issue - don't miss it.

POETRY CORNER

It's back to series 4 now to enjoy the bumbblings of Simon Haynes and the Welsh Wizards in verse.

Simon's team came to attest
That Welshmen's magic comes off best.
One truth soon opened up the way,
Then Malice masked her nature fey.
A bargain struck, a shield attained,
Pickle's help was improperly gained.
Fatilla's wits were duly dulled,
Then goblins' threat noisily culled.
Within the castle reptiles dwell,
The fearsome lizard blocked the well.
The hourglass belayed the threat,
They'll reach the second level yet!
Gundrada freed, with missing sword,
Hordriss had it in his hoard.
Past the blade points' gleaming shards
To Brother Mace's lucky cards.
And then into the final room,
Where a big hole was quick to loom.
"Side-step left!" What a shame.
Simon fell out of the game.

PUZZLE ANSWERS

Challenge question: Lord Fear, Smirkenorff and Sylvester Hands. Fear and Smirkenorff both appear in series 8, episode 10, Hands does not.

Rosey's riddles:

1. The Cup that **Heals**.
2. An unusual sort of troll: **Oakley**.
3. A long-running group of enemies: **Goblins**.
4. A professional fool: **Folly**.
5. A turning link between series 3 and 4: **Spindizzy**.
6. There is at least one and a maximum of three in every episode: **Dungeoneers**.
7. An inhospitable Dungeon family: **Grimwolds**.
8. One of five of his kind: **Granitas**.
9. The **Sword** of Freedom.
10. A useful piece of magic: **Spell**.
11. A spritely friend: **Pickle**.
12. Treguard of **Dunshelm**.
13. Merlin's alter ego: **Mogdred**.
14. The Dungeon's best spinner: **Ariadne**.
15. Hordriss started out as one of these: **Warlock**.
16. The Dungeon Master: **Treguard**.
17. A popular bribe: **Gold**.
18. There are three of these in the Dungeon: **Levels**.
19. This will blind you to the way ahead: **Helmet**.
20. What happened in the Dungeon every week: **Quest**.
21. Rupert of **Armitage**.
22. The Elf King: **Arawn**.
23. The **Gruagach**: Evil Incarnate.
24. Queen **Hel**: a leading assassin.
25. Treguard's niece: **Fay**.

Truth Grid:

CHARACTER #1	ACTOR/ACTRESS	CHARACTER #2	SERIES
Lillith	Mary Miller	Mildread	2
Velda	Natasha Pope	Brangwen	3
Oakley	Clifford Norgate	Hordriss	4
Aesandre	Juliet Henry-Massy	Gwendoline	5
Lord Fear	Mark Knight	Ah Wok	6
Sylvester Hands	Paul Valentine	Fidjit	7
Snapper-Jack	Bill Cashmore	Honesty Bartram	8